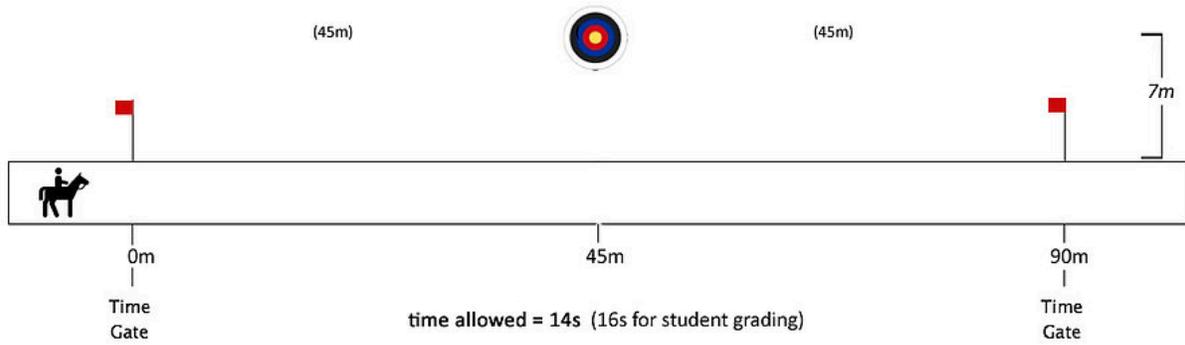
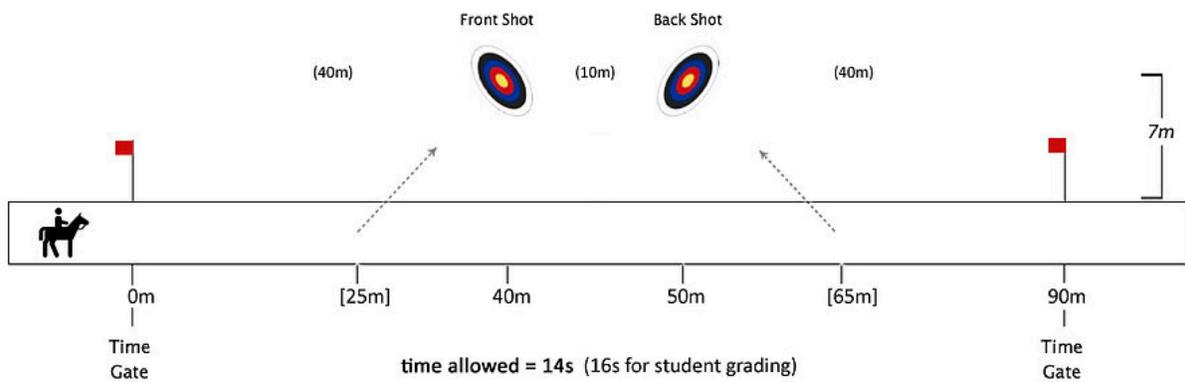


Traditional Korean Style Courses



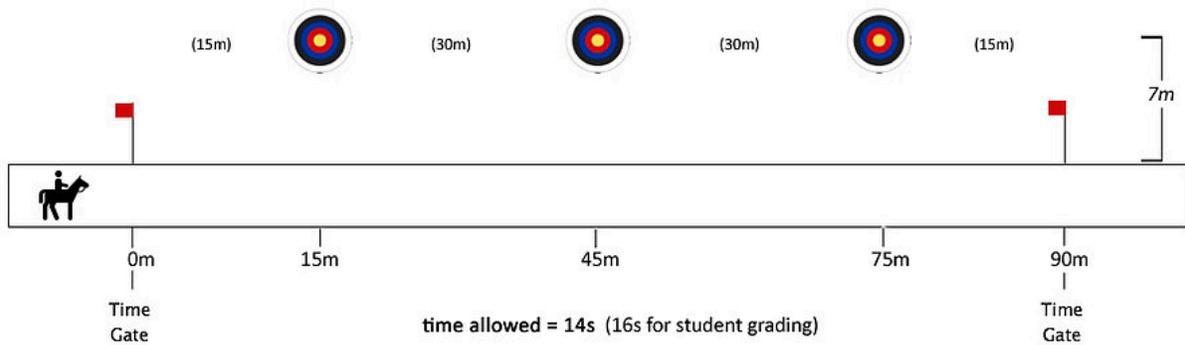
Korean Single Shot (90m track)

Riders must not touch their arrows before passing the start gate



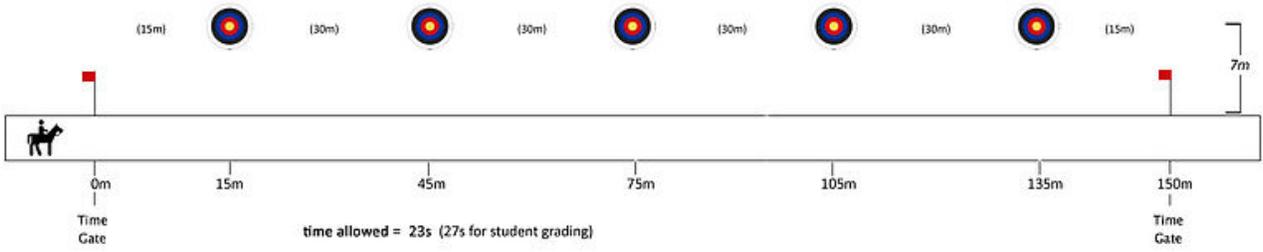
Korean Double Shot (90m track)

Riders must not touch their arrows before passing the start gate



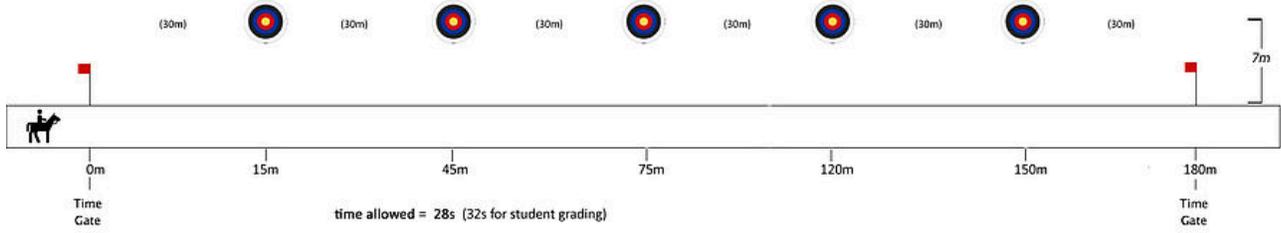
Korean 3 Shot (90m track)

Start with an arrow nocked.
3 point bonus for hitting all 3 targets



Korean 5 shot (150m track)

Start with an arrow nocked.
 3 point bonus for hitting 3 consecutive targets. 5 point bonus for hitting all targets.



Korean 5 shot (180m track)

Riders must not touch their arrows before passing the start gate
 3 point bonus for hitting 3 consecutive targets. 5 point bonus for hitting all targets.

1.0 The Korean Style

1.1 The Korean Style event shall consist of three disciplines. Each rider shall attempt each discipline twice, giving a total six runs per rider. The rider's score for the event shall be the total of the scores for the rider's six runs.

1.2 The three disciplines shall be: Single Shot, Double Shot and Serial Shot. (Serial shot may be either Triple Shot or Five Shot Course.)

2.0 General Rules – Applicable to All Korean Disciplines

2.1 Arrows must be individually drawn from the belt or quiver, which must be attached to the rider's hip, waist, thigh or back. It must not be attached to any other part of the body.

2.2 Riders *must not touch their arrows until they have passed the start line, EXCEPT in the Triple Shot*. If the rider touches the arrow before if they have passed the start line, they shall score no points for the first arrow shot at a target on that run, although they may score with any subsequent arrows shot on the same run.

2.3 For the purpose of deciding whether an arrow was drawn early in contravention of rule 2.2: 2.3.1 the rider shall be deemed to have crossed the start line when the rider's body crosses the line, not when the horse does so;

2.3.2 A judge shall be positioned at the start line to judge whether a rider has drawn early;

2.3.3 The benefit of the doubt shall be given to the rider. If the judge is not sure whether the rider drew early or not then no penalty shall be imposed.

2.4 Only one arrow may be shot per target. A rider whose first arrow will score zero because they touched their arrows before the start line (see rule 2.2) may still only shoot as many arrows as there are targets in that discipline.

2.5 Targets shall be set 7m from the edge of the track. The center of the target shall be 90cm above the level of the track and the targets shall be positioned at an angle so that the face is perpendicular to an archer in the saddle.

2.6 The target shall be a round target with a diameter of 80cm, divided into 5 concentric circular zones of diameters 14cm, 28cm, 42cm, 56cm and 80cm. The target zones shall score, from inner to outer: 5pts, 4pts, 3pts, 2pts and 1pt respectively. Standard FITA 80cm target faces are recommended.

2.7 All runs must be completed at canter or gallop.

3.0 Time Allowed

3.1 The time allowed for each run is 14s for a 90m track or 28s for a 180m track. Points shall be awarded or deducted for completing a run in less or more than this time, subject to rules 3.2 – 3.6 below. One point shall be awarded or deducted for each second, calculated to two decimal places.

3.2 The maximum number of points that may be awarded for speed on 90m track is 5 (for finishing in 9s or less). No further points shall be awarded for runs finished in under 9s.

3.3 The maximum number of points that may be awarded for speed on 150m track is 8 (for finishing in 15s or less). No further points shall be awarded for runs finished in under 15s.

3.4 The maximum number of points that may be awarded for speed on 180m track is 10 (for finishing in 18s or under). No further points awarded for runs finishing in under 18s.

3.5 Points are only awarded for time if the rider hits at least one target. If no targets are hit then the run scores zero, regardless of time taken.

3.6 “Hits” means hits within the scoring zones of the target face. Arrows that hit the target boss but do not scores points are not “hits” for the purpose of these rules.

4.0 The Single Shot Discipline

4.1 The course shall be 90m long. The target shall be placed halfway down the track, positioned for a sideways shot from an archer who is 45m along the track.

4.2 The time allowed is 14s (see rule 3).

5. The Double Shot Discipline

5.1 The course shall be 90m long.

5.2 The first target shall be positioned 40m along the track and shall be angled for a shot from an archer who is 25m along the track.

5.3 The second target shall be positioned 50m along the track and shall be angled for a shot from an archer who is 65m along the track.

5.4 The time allowed is 14s (see rule 3).

6.0 The Serial Shot Discipline – Triple Shot

6.1 The course shall be 90m long.

6.2 Three targets shall be positioned for sideways shots at distances of 15m, 45m and 75m along the track.

6.3 *In the triple shot discipline riders may start with an arrow nocked.* The remaining arrows must be drawn from a quiver as usual.